REGULAR DICE

= (1-5) Failure

= (6-9) Success

= (10) Success, potential critical win

(each pair of is worth 4 successes)

HUNGER DICE

= Failure, bestial failure if the test fails (1)

= Failure (2-5)

= Success (6-9)

= Success, messy critical if part of a critical win (10)

Hunger dice can never be rerolled using Willpower

DIFFICULTY OF ACTIONS

DIFFICULTY OF ACTION	DIFFICULTY NUMBER
Routine (striking a stationary target, convincing a loyal friend to help you)	1 success
Straightforward (seducing someone who's already in the mood, intimidating a weakling)	2 successes
Moderate (replacing a car's sound system, walking a tightrope)	3 successes
Challenging (locating the source of a whisper, creating a memorable piece of art)	4 successes
Hard (convincing a cop that this isn't your cocaine, rebuilding a wrecked engine block)	5 successes
Very Hard (running across a tightrope while under fire, calming a hostile and violent mob)	6 successes
Nearly Impossible (finding one specific homeless person in Los Angeles in one night, flawlessly reciting a long text in a language you don't speak)	7 or more successes

SIMPLE ANTAGONISTS

Insignificant: (Inexperienced or sickly mortal)	Difficulty 1
Weak: (Average mortal, thug or beat cop, other unremarkable professional)	Difficulty 2
Average: (Gifted mortal or ghoul, trained officer or mob hitman, recently Embraced thin-blood)	Difficulty 3
Challenging: (Neonate, motivated thin-blood, ancient ghoul, Second Inquisition operative)	Difficulty 4
Strong: (Ancilla, Second Inquisition commander, young werewolf)	Difficulty 5 - 6
Overpowering: (Elder, adult werewolf)	Difficulty 7+

TRAIT COSTS: EXPERIENCE

TRAIT	EXPERIENCE POINTS
Increase Attribute	New level x 5
Increase Skill	New level x 3
New Specialty	3
Clan Discipline	New level x 5
Other Discipline	New level x 7
Caitiff Discipline	New level x 6
Blood Sorcery Ritual	Ritual level x 3
Thin-blood Formula	Formula level x 3
Advantage	3 per dot
Blood Potency	New level x 10

MORTALS TEMPLATE

	ATTRIBUTES	SKILLS	ADVANTAGES
WEAK MORTAL	2 at 2 the rest at 1	3 at 2, 5 at 1	None
AVERAGE MORTAL	2 at 3 3 at 2 the rest at 1	3 at 3 4 at 2, 5 at 1	Up to 3 pts. (2 points max. Flaws)
GIFTED MORTAL	1 at 4 2 at 3 2 at 2 the rest at 1	2 at 4 (one with a Specialty) 4 at 3 4 at 2 4 at 1	Up to 10 pts. (4 points max. Flaws)
DEADLY MORTAL	2 at 5 2 at 4 2 at 3 the rest at 2	1 at 5 3 at 4 5 at 3 6 at 2; 3 Specialties	Up to 15 pts. (no Flaws)

MESSY CRITICAL OPTIONS

- Gain one or more Stains
- Masquerade Breach
- Lose Advantage dot
- Fail test

BESTIAL FAILURE OPTIONS

- Compulsion
- Lose Advantage dot
- Sustain one or more Aggravated damage
- Increase Hunger by one

RANDOM COMPULSIONS

- 1-3: Hunger
- 4-5: Dominance
- 6-7: Harm
- 8-9: Paranoia
- 0: Clan Compulsion*

* Reroll for Caitiff or thin-blood

FEEDING

SOURCE	HUNGER SLAKED	TIME	NOTES
Multiple small animals (three to four cats, a dozen or more rats)	1	One scene	Slakes no Hunger for vampires above Blood Potency 2
Medium-sized animal (raccoon, dog, coyote)	1	One turn	Animal Resonance; No Dyscrasia
Large animal (horse)	2	One scene	
Blood bag	1	One turn	Slakes no Hunger for vampires above Blood Potency 2 No Resonance or Dyscrasia
Sip from human	1	Three turns	Includes licking wound closed
Maximum non-harmful drink from human	2	One scene	
Harmful drink from human that risks death unless treated	1-4	One turn per Hunger slaked	Aggravated damage equals Hunger slaked; Human rolls Strength + Stamina against a Difficulty equal to Hunger slaked to survive blood loss
Human drained and killed	5	5 turns	Only way to reach Hunger 0 (zero)

GENERATION

GENERATION	MINIMUM BLOOD POTENCY	MAXIMUM BLOOD POTENCY
4th	5	10
5th	4	9
6th	3	8
7th	3	7
8th	2	6
9th	2	5
10th-11th	1	4
12th-13th	1	3
14th-16th	0	0

BLOOD POTENCY

BLOOD POTENCY	BLOOD SURGE	DAMAGE MENDED (PER ROUSE CHECK)	DISCIPLINE POWER BONUS	DISCIPLINE ROUSE CHECK RE-ROLL	BANE SEVERITY	FEEDING PENALTY
0	None	1 point of Superficial damage	None	None	0	No effect
1	Add 1 die	1 point of Superficial damage	None	Level 1	1	No effect
2	Add 1 die	2 point of Superficial damage	Add 1 die	Level 1	1	Animal and bagged blood slakes half Hunger
3	Add 2 dice	2 point of Superficial damage	Add 1 die	Level 2 and below	2	Animal and bagged blood slakes no Hunger
4	Add 2 dice	3 point of Superficial damage	Add 2 dice	Level 2 and below	2	Animal and bagged blood slakes no Hunger Slake 1 less Hunger per human
5	Add 3 dice	3 point of Superficial damage	Add 2 dice	Level 3 and below	3	Animal and bagged blood slakes no Hunger Slake 1 less Hunger per human Must drain and kill a human to reduce Hunger below 2
6	Add 3 dice	3 point of Superficial damage	Add 3 dice	Level 3 and below	3	Animal and bagged blood slakes no Hunger Slake 2 less Hunger per human
7	Add 4 dice	3 point of Superficial damage	Add 3 dice	Level 4 and below	4	Must drain and kill a human to reduce Hunger below 2
8	Add 4 dice	4 point of Superficial damage	Add 4 dice	Level 4 and below	4	Animal and bagged blood slakes no Hunger Slake 2 less Hunger per human
9	Add 5 dice	4 point of Superficial damage	Add 4 dice	Level 5 and below	5	Must drain and kill a human to reduce Hunger below 3
10	Add 5 dice	5 point of Superficial damage	Add 5 dice	Level 5 and below	5	Animal and bagged blood slakes no Hunger Slake 3 less Hunger per human Must drain and kill a human to reduce Hunger below 3

HUMANITY

HUMANITY	DICE ADDED TO RESIST FRENZY	TORPOR LENGTH
Humanity 9	3	Three days
Humanity 8	2	One week
Humanity 7	2	Two weeks
Humanity 6	2	One month
Humanity 5	1	One year
Humanity 4	1	One decade
Humanity 3	1	Five decades
Humanity 2	0	One century
Humanity 1	0	Five centuries

LOSING THE LAST DROP

A vampire who loses their last point of Humanity, from 1 to 0 (zero), goes out in a spectacular frenzy. All their Physical Attributes increase to 5 for that scene; if they survive this wassail they become a wight, lost to the will of the Blood, and an SPC.

DAMAGING AND DESTROYING TOUCHSTONES

ACTION	STAINS
Blood Bonding a mortal	+1
Embracing a mortal	+2
Touchstone damaged	+1
Touchstone damaged by your actions	+2
Touchstone destroyed	+2
Touchstone destroyed by your actions	+3

FRENZY PROVOCATIONS

FURY FRENZY

PROVOCATION	DIFFICULTY
Friend killed	2
Lover or Touchstone hurt	3
Lover or Touchstone killed	4
Physical provocation or harassment	2
Insulted by inferior	2
Public humiliation	2

HUNGER FRENZY

PROVOCATION	DIFFICULTY
Sight of open wound or overpowering smell of blood while at Hunger 4 or higher	2
Taste of blood while at Hunger 4 or higher	3
Fail Rouse Check while at Hunger 5	4

TERROR FRENZY

PROVOCATION	DIFFICULTY
Bonfire	2
Inside a burning building	3
Being burned	2
Obscured sunlight (through window, etc.)	3
Fully exposed to direct sunlight	4

HUMOR

HUMOR	ELEMENT	JUNGIAN FUNCTION	HORMONE	EMOTIONS AND CONDITIONS
Choleric	Fire	Feeling	Adrenaline	Angry, violent, bullying, passionate, envious
Melancholy	Earth	Thinking	Thyroid	Sad, scared, intellectual, depressed, grounded
Phlegmatic	Water	Intuition	Pituitary	Lazy, apathetic, calm, controlling, sentimental
Sanguine	Air	Sensation	Testosterone / estrogen	Horny, happy, addicted, active, flighty, enthusiastic

RESONANCE

RESONANCE	DISCIPLINES
Choleric	Celerity, Potence
Melancholy	Fortitude, Obfuscate
Phlegmatic	Auspex, Dominate
Sanguine	Blood Sorcery, Presence
Animal Blood	Animalism, Protean

RANDOM TEMPERAMENT AND RESONANCE

RANDOM TEMPERAMENT	RANDOM RESONANCE
1-5: Well-balanced, negligible Resonance	1-3: Phlegmatic
6-8: Fleeting	4-6: Melancholy
9-0: Intense, potentially acute: roll again below	7-8: Choleric
1-8: Intense, 9-0: Acute	9-0: Sanguine

RANGED COMBAT

COVER	DICE MODIFIER
No cover	-2
Concealment only (bushes, a small tree vs rifle calibre bullets)	-1
Hard Cover (a car engine block, the corner of a concrete building)	+/- 0
Entrenchment (sandbags, military bunker)	+1
Murder Hole (IFV firing slit)	+2

CRIPPLING INJURY

AGGRAVATED DAMAGE + ROLL	CRIPPLING INJURY
1-6	**Stunned:** Spend 1 point of Willpower or lose a turn.
7-8	**Severe head trauma:** Make Physical rolls at -1; Mental rolls at -2
9-10	**Broken limb or joint:** Make rolls at -3 when using the affected limb, or **Blinded:** Make vision-related rolls (including combat) at -3 Storyteller decides which makes most sense for this combat
11	**Massive wound:** Make all rolls at -2, add +1 to all additional damage suffered
12	**Crippled:** Same effects as Broken, but limb is lost or mangled beyond use
13+	Death (mortal) or immediate torpor (vampire)

SOCIAL DAMAGE

AUDIENCE OR WITNESSES	EXTRA WILLPOWER DAMAGE
Opponents only	+0
Your coterie	+1
Kindred whose opinions you value for themselves: your mentor, lover, etc.	+2
Primogen, Harpies, or other socially important figures; another serious rival besides your current opponent	+3
The Prince, Baron, or another powerful figure	+4

WEAPON DAMAGE

WEAPON	DAMAGE VALUE
Improvised weapon, stake*	+0
Light impact (brass knuckles)	+1
Heavy impact (baton, club, tire iron, baseball bat) **Light piercing** (crossbow bolt, switchblade) **Light gunshot** (.22 pistol)	+2
Heavy melee (broadsword, fire axe) **Medium gunshot** (.308 rifle (single-shot), 9 mm pistol, shotgun at effective range)	+3
Heavy gunshot (12-gauge shotgun (close range only), .357 Magnum) **Huge melee** (claymore, steel beam)	+4

* If an attacker with a wooden stake succeeds at a called shot to a vampire's heart and inflicts 5+ damage, the stake pierces the vampire's heart and paralyzes them.

ARMOR

ARMOR TYPE	ARMOR VALUE
Reinforced clothing/heavy leathers	2 (zero vs. bullets)
Ballistic cloth	2
Kevlar vest/flak jacket	4
Tactical SWAT/military armor (one-die penalty to Dexterity rolls)	6

HUNTING GROUND

HUNTING GROUND	DIFFICULTY
Slum neighborhood, Skid Row, public housing projects or banlieues, the Rack	2
Bohemian or hipster neighborhood, gentrifying or blighted working-class neighborhood	3
Healthy working-class neighborhood, downtown business district, tourist district, airport or casino	4
Manufacturing, warehouse, or port district; urban parkland; middle class suburban sprawl	5
Wealthy neighborhood	6

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